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An addition game for 1-2 players
(ages 5-12)

by Dale Disharoon

Requires: ATARI BASIC Language Cartridge
One ATARI Joystick Controller per player

Cassette version (1): (APX–10101)	ATARI 410 Program Recorder 16K RAM
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Edition C

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Introduction

OVERVIEW

CUBBYHOLES is an arithmetic game played by one or two players using joystick controllers. In a two-player game, opponents work on separate, but identical, 3-by-3 grids of one-digit numbers. Below the grid a number between 6 and 18 displays. You can either select this number or let CUBBYHOLES choose it for you.

The object of the game is to draw boxes around the nine digits in such a way that the sum of the digits in each enclosure equals the number below the grid. You must use all nine digits, and you must use each only once.

If you think you've solved the puzzle, move to the middle of the grid and press the red joystick button. If you're wrong, CUBBYHOLES tells you to try again. If you're right, you score a point and another round begins. You can play as few as two rounds or as many as twenty. In the one-player version, one grid displays and your goal is to complete every round successfully.

REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge
One ATARI Joystick Controller per player

Cassette version

16K RAM
ATARI 410 or 1010 Program Recorder

Diskette version

24K RAM
ATARI 810 or 1050 Disk Drive

CONTACTING THE AUTHOR

Users wishing to contact the author about CUBBYHOLES may write to him at:

2093 Redwood Dr.
Healdsburg, CA 95459

or call him at:

707/431-1073

Getting started

LOADING CUBBYHOLES INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge into the cartridge slot of your computer.

2. Plug the joystick into the first controller jack of your computer console.

3. If you have the cassette version of CUBBYHOLES:

   a. Have your computer turned OFF.

   b. Turn on your TV set.

   c. Insert the CUBBYHOLES cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY to prepare the program recorder for loading the program.

   d. Turn on the computer while holding down the START key.

   e. When you hear a beep, release the START key and press the RETURN key. The program will load into computer memory and start automatically.

If you have the diskette version of CUBBYHOLES:

   a. Have your computer turned OFF.

   b. Turn on your disk drive.

   c. When the BUSY light goes out, open the disk drive door and insert the CUBBYHOLES diskette with the label in the lower right-hand corner nearest to you. Close the door.

d. Turn on your computer and TV set. The program will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

After the program loads into computer memory, the screen fills with the word "CUBBYHOLES" accompanied by an electronic rattle. The copyright notice displays at the bottom of the screen.

SELECTING YOUR OPTIONS

Choosing a one- or two-player game

After the CUBBYHOLES title appears , the program displays the menu. First, select a one- or two-player game. On the screen, you see

PLAYERS

The number 1 represents a one-player game. Move the first joystick in any direction to alternate between a one-player and two-player game. Press the red button on the joystick when the number you want appears.

Entering players' names

If you choose a two-player game, the words

PLAYERS' NAMES

appear on the screen. Using the computer keyboard, type the name of the first player. You may use a maximum of eight letters. Use the DELETE/BACK S key if you make a typing error. Press the RETURN key to enter the name. Enter the second player's name in the same manner. If you don't want to take the time to enter names, press the RETURN key in response to each name

prompt. The computer uses the names PLAYER-1 and PLAYER-2.

Choosing the skill level

In both the one-player and two-player games, you may choose the sums for the puzzle grids. The word

LEVEL

appears followed by the number 6. If you choose this skill level, the sums for all grids must be 6. Use the first joystick to change this value. Holding the joystick with the red button away from you and to your left, push the stick toward the screen to increase the value and pull the stick toward you to decrease it. The value cycles from 6 to 18. You also see the word

ALL

appear. If you choose this option, the computer randomly selects a number for each round of play. To record your choice, press the red button on the joystick.

Specifying the number of rounds

After you choose the skill level, the words

HOW MANY 5

appear. You now select the number of rounds you want to play. Push the joystick toward the screen to increase the number and pull the stick back to decrease it. You can select as many as twenty rounds or as few as two. Selection of an even number of grids in a two-player game allows for the possibility of a tie. Again, press the red joystick button to make your selection.

Using CUBBYHOLES

INTRODUCTION

For each puzzle, the program displays nine digits on a 3-by-3 grid. Another number appears directly below the grid. You must partition the digits so that each compartment (cubbyhole) adds up to the number below the grid. You use every digit only once. You build cubbyholes with the joystick(s).

CREATING THE CUBBYHOLES

Figure 1 below is an example of one of the cubbyhole puzzles you might see when you choose level 6.

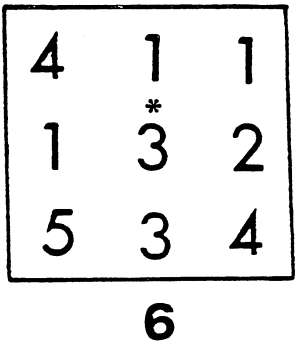

Figure 1

At the beginning of a round a small flashing dot (cursor) always appears near the top of each puzzle. Hold the joystick with the red button away from you and to your left. When you push your joystick left or right the cursor moves horizontally. Push your stick toward the screen or pull it back toward you and the cursor moves vertically. You can move only through the center digit. The cursor doesn't move through the other

numbers.

Position the cursor between the 4 in the upper right corner and the 1 on the second row of numbers below it. Press the red button on the joystick. A short horizontal line appears. Press the red button again to erase the line. Figure 2 below shows you where the line appears.

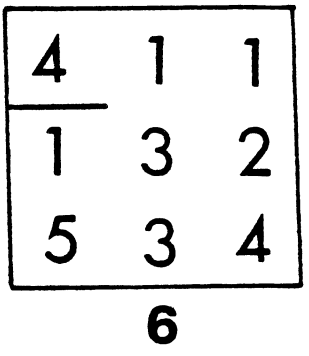

Figure 2

To continue the line, place the cursor between the middle number 1 on the top row and the 3 beneath it. Press the red joystick button to make a line. Next place the cursor between the number 1 in upper right corner on the top row and the 2 beneath it. Press the red button to complete the line. The sum of the numbers inside the top cubbyhole is now 6. Figure 3 shows the completed cubbyhole.

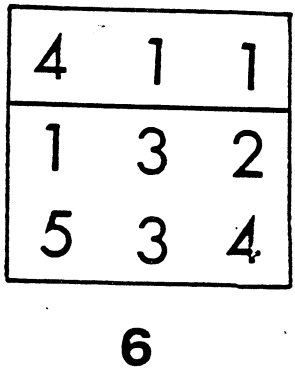

Figure 3

If you make a second line between the middle and bottom row of numbers (as in Figure 4A), the sum of numbers in the bottom cubbyhole is 12 not 6. When you press the red joystick button, the computer signals you to try again. If you make your cubbyholes like Figure 4B, all the cubbyholes will contain numbers that produce the sum of 6.

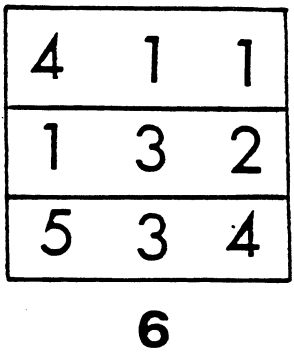

Figure 4A (Incorrect)

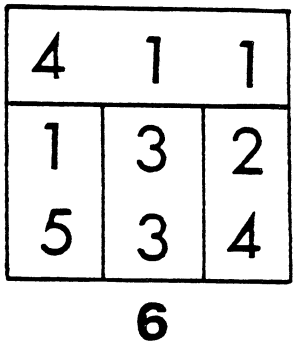

Figure 4B (Correct)

You can't move out of the grid, and you can't place lines in the four center corner positions (1, 1, 2, and 3 circled in Figure 5). This feature lets you

turn corners. Lines appear automatically in these corners. Play around with the joystick and the cursor for a few minutes to become familiar with building various cubbyholes.

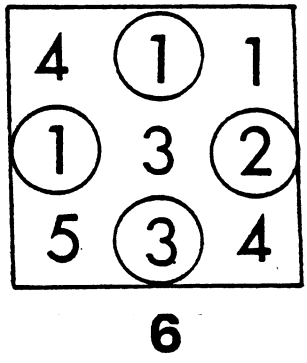

Figure 5

DID YOU WIN?

Each puzzle has only one correct solution. If you've successfully cubbyholed every number in the puzzle, move the cursor to your center digit. Press the red joystick button. The computer now checks your grid. The computer buzzes if the solution is incorrect; keep trying. If the solution is correct, the computer signals approval and the next grid appears on the screen.

OTHER OPTIONS

You can use two of the orange keys on the right of the computer keyboard during the game. Pressing the START key returns you immediately to the GAME-PLAN MENU. The SELECT key advances you to the next grid. You don't score for the skipped grid, so use the SELECT key only as a last resort.

SCORING

One-player game

A scoreboard appears after you complete or skip the number of rounds specified on the GAME-PLAN MENU. The scoreboard displays the number of puzzles solved and the number attempted. Press the red joystick button to return to the MENU.

Two-player game

The program displays the scores at the bottom of the screen below each player's name. You receive one point for each successfully completed grid. The winner is honored with a victory tune. Press the red joystick button to return to the program MENU.

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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.
   Cubbyholes (101)

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

   _____ Easy to use
   _____ User-oriented (e.g., menus, prompts, clear language)
   _____ Enjoyable
   _____ Self-instructive
   _____ Use (non-game programs)
   _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please g page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP

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[seal here]